

The diagram illustrates a video encoding system with the following components and signal flows:

- Input Video** (205) enters a summing junction (206) where it is subtracted from a feedback signal (232).
- The output of the summing junction (206) goes to the **DCT** block (207).
- The output of the DCT (207) goes to the **Q** block (220).
- The output of the Q block (220) goes to the **VLC** block (225), which produces the **Base Layer Bitstream**.
- The output of the Q block (220) also goes to the **Q⁻¹** block (228).
- The output of the Q⁻¹ block (228) goes to the **IDCT** block (230).
- The output of the IDCT (230) goes to a summing junction (235) where it is added to a feedback signal (232).
- The output of the summing junction (235) goes to the **Clipping** block (237).
- The output of the Clipping block (237) goes to the **Frame Memory** block (240).
- The output of the Frame Memory (240) goes to the **Motion Estimation** block (245).
- The output of the Motion Estimation (245) goes to the **Motion Compensation** block (246).
- The output of the Motion Compensation (246) goes to the summing junction (206) and also to the **Enhancement Encoding** block (250).
- The **Enhancement Encoding** block (250) contains a **DCT** (252), a **Bitplane Shift** (254), a **Find Maximum** (256), and a **Bitplane VLC** (257).
- The output of the Bitplane VLC (257) is the **Enhancement Bitstream**.

Figure 2

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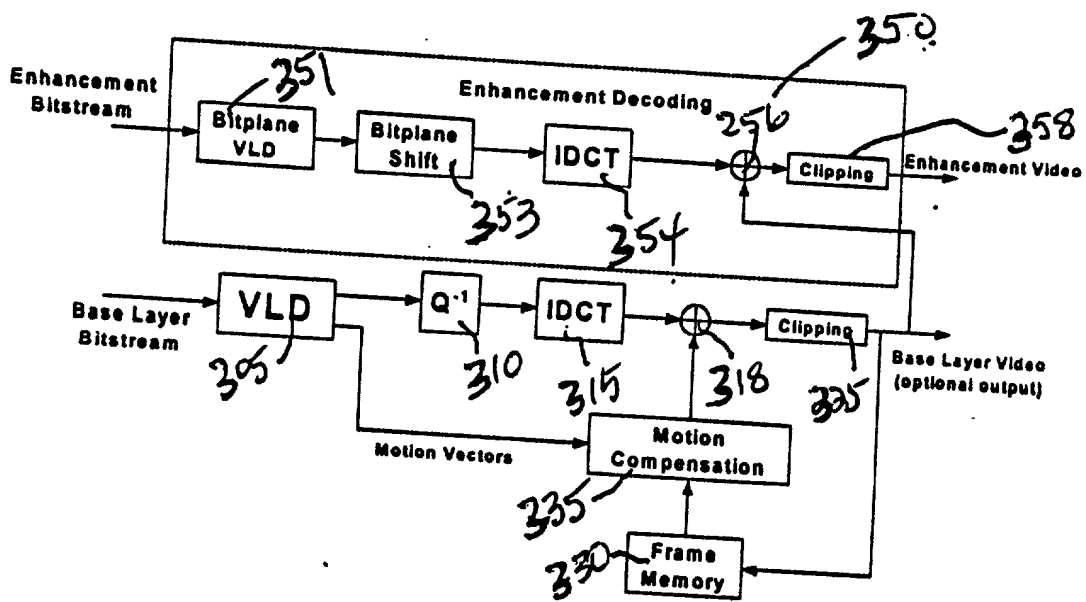


Figure 2

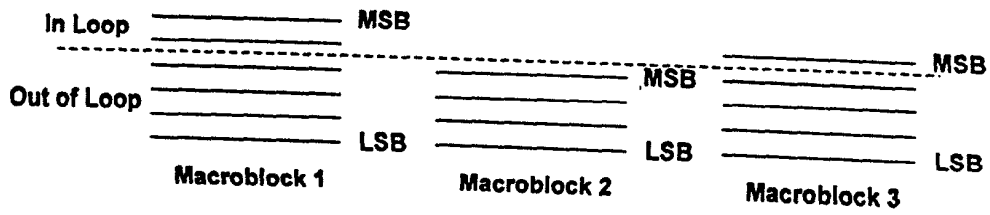


Figure 4

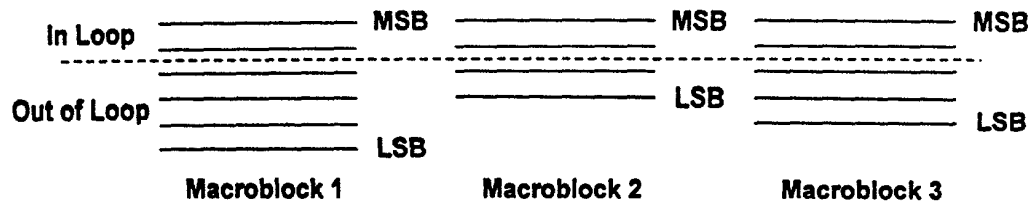


Figure 5

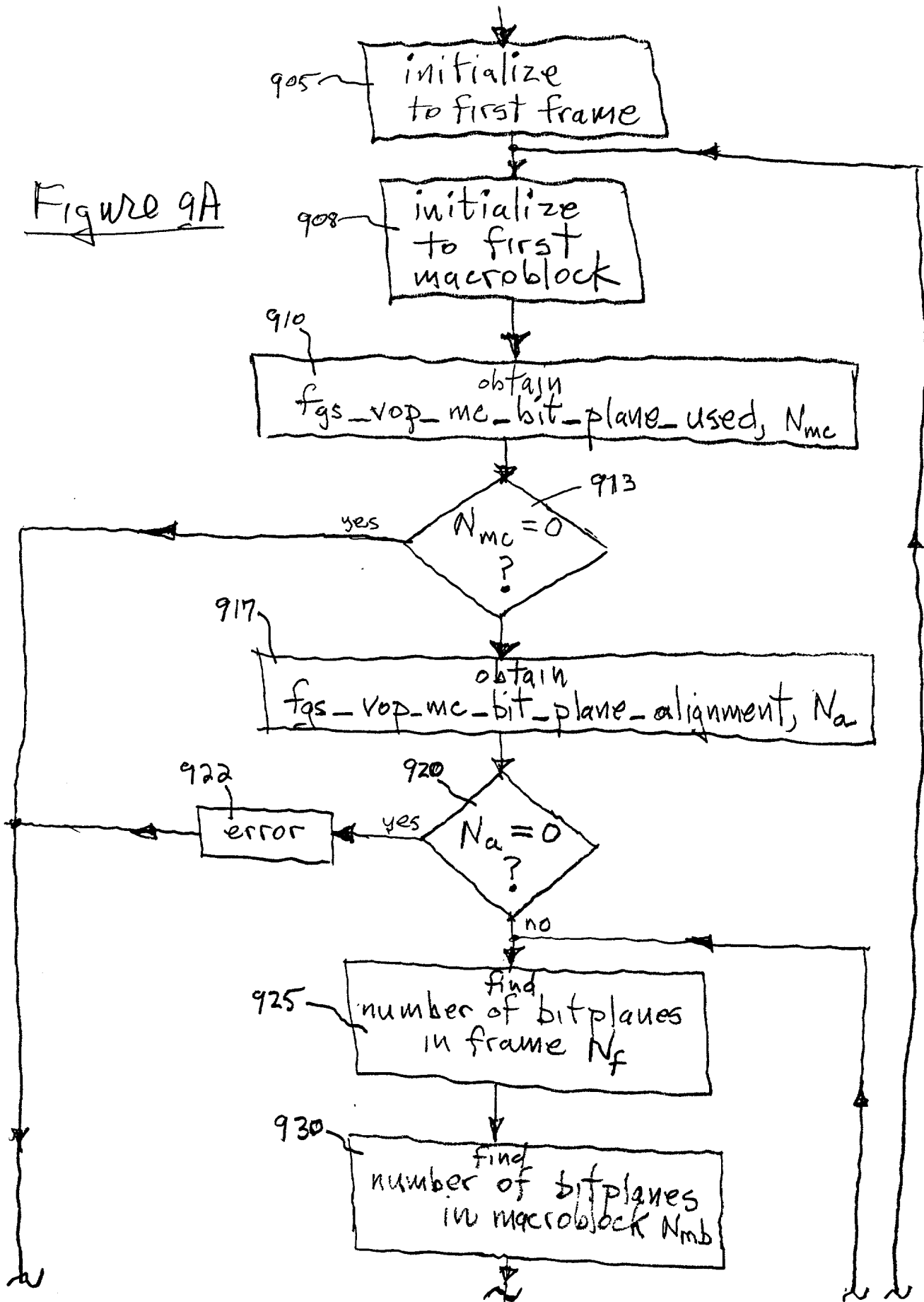
fgs_vop_mc_bit_plane_used	5	uimsbf
if (fgs_vop_mc_bit_plane_used>0) {		
fgs_vop_mc_bit_plane_alignment	5	uimsbf
}		

Figure 6

fgs_vop_mc_bit_plane_alignment	meaning
0	reserved
1	LSB Alignment
2	MSB Alignment
3	MSB-1 Alignment
...	...
31	MSB-29 Alignment

Figure 7

Figure 9A



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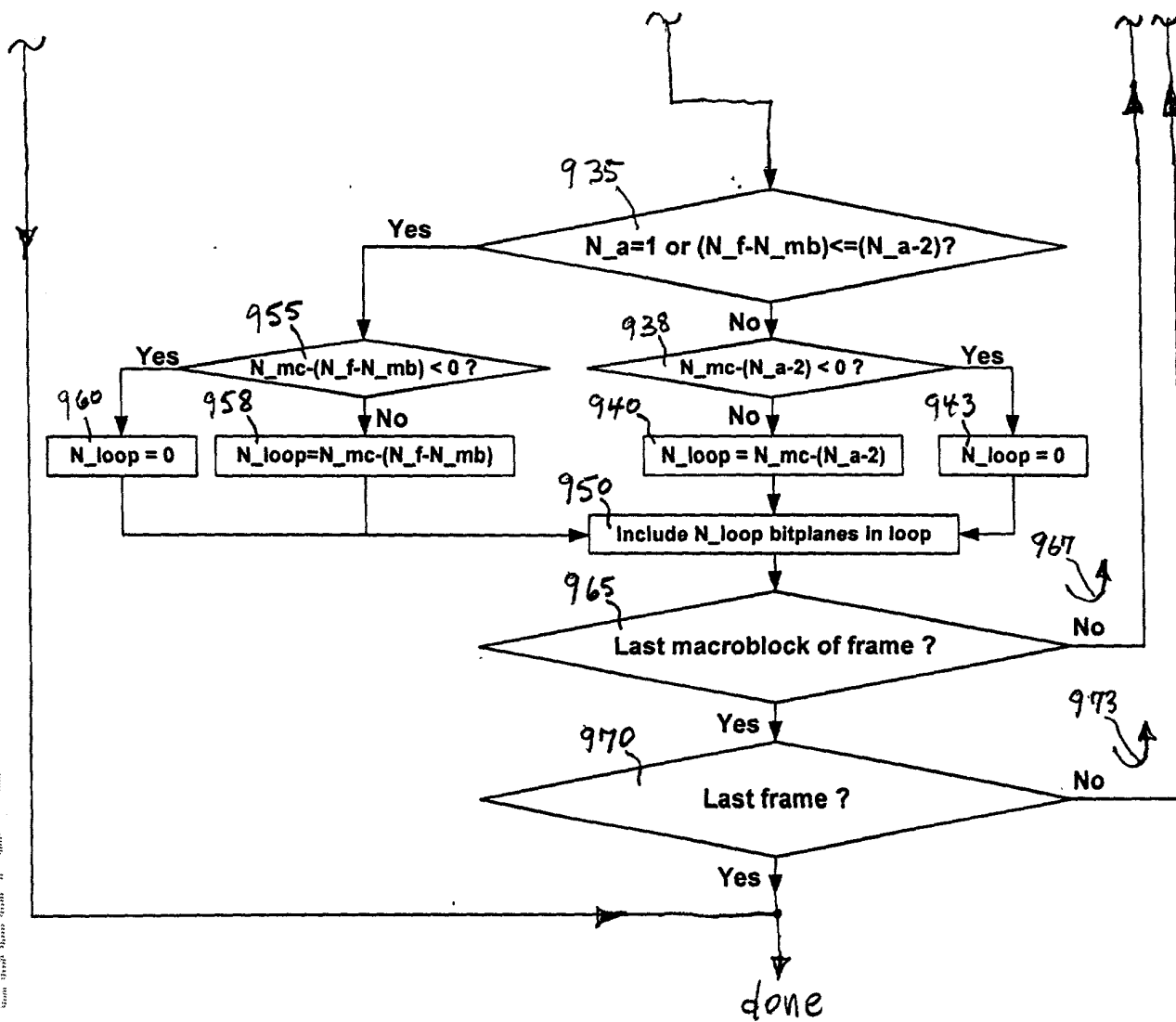
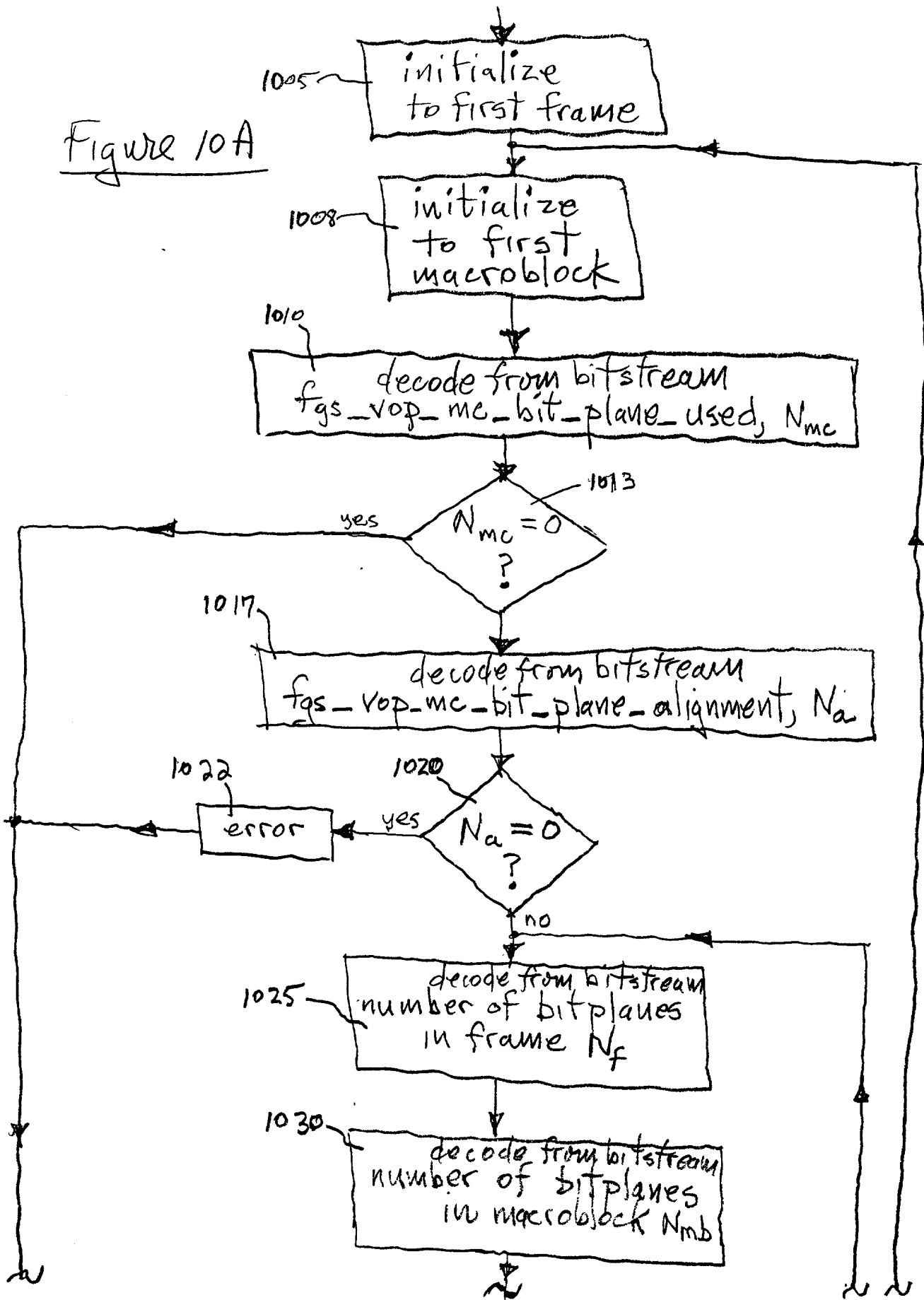


Figure 9B

Figure 10A



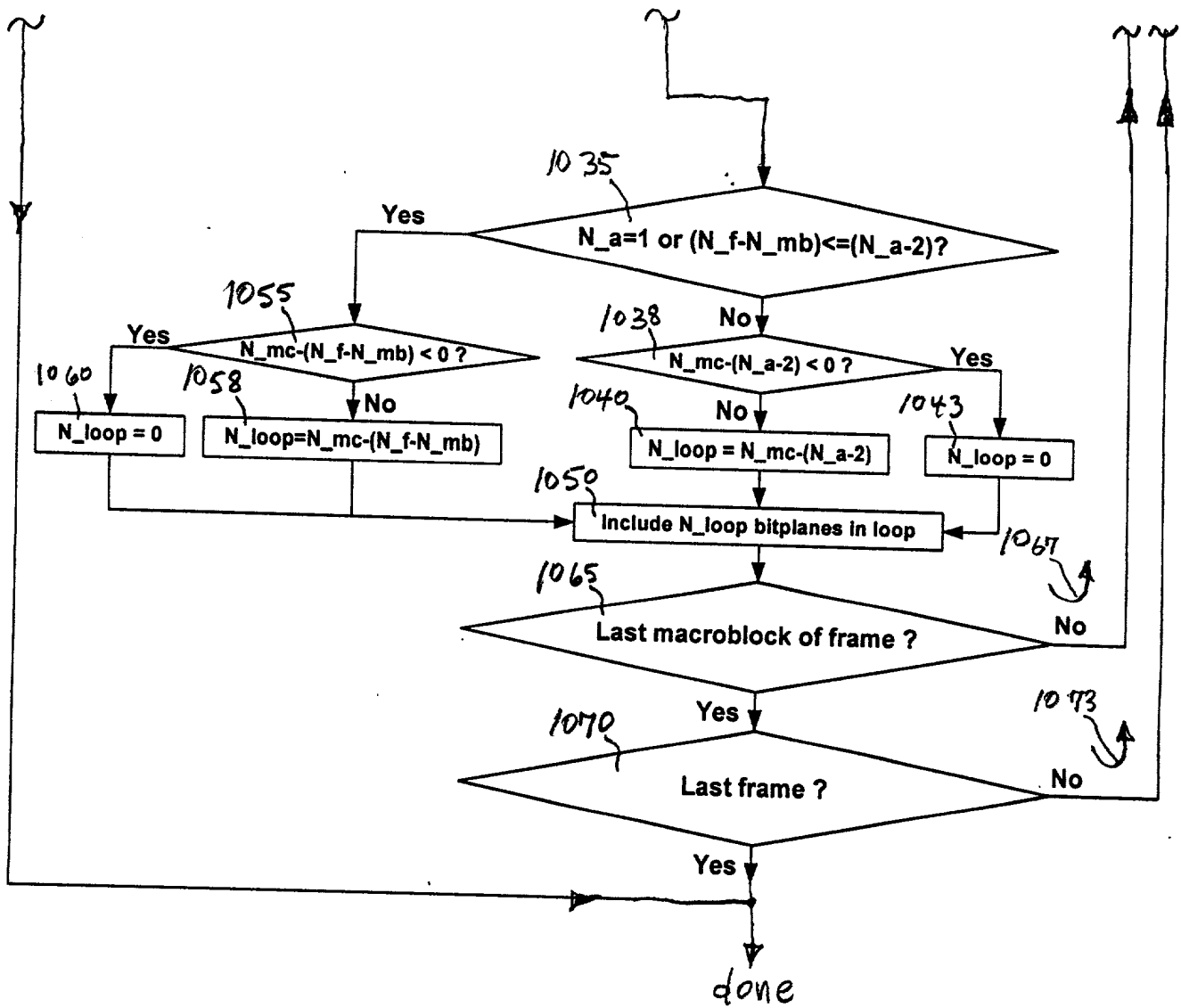


Figure 10B